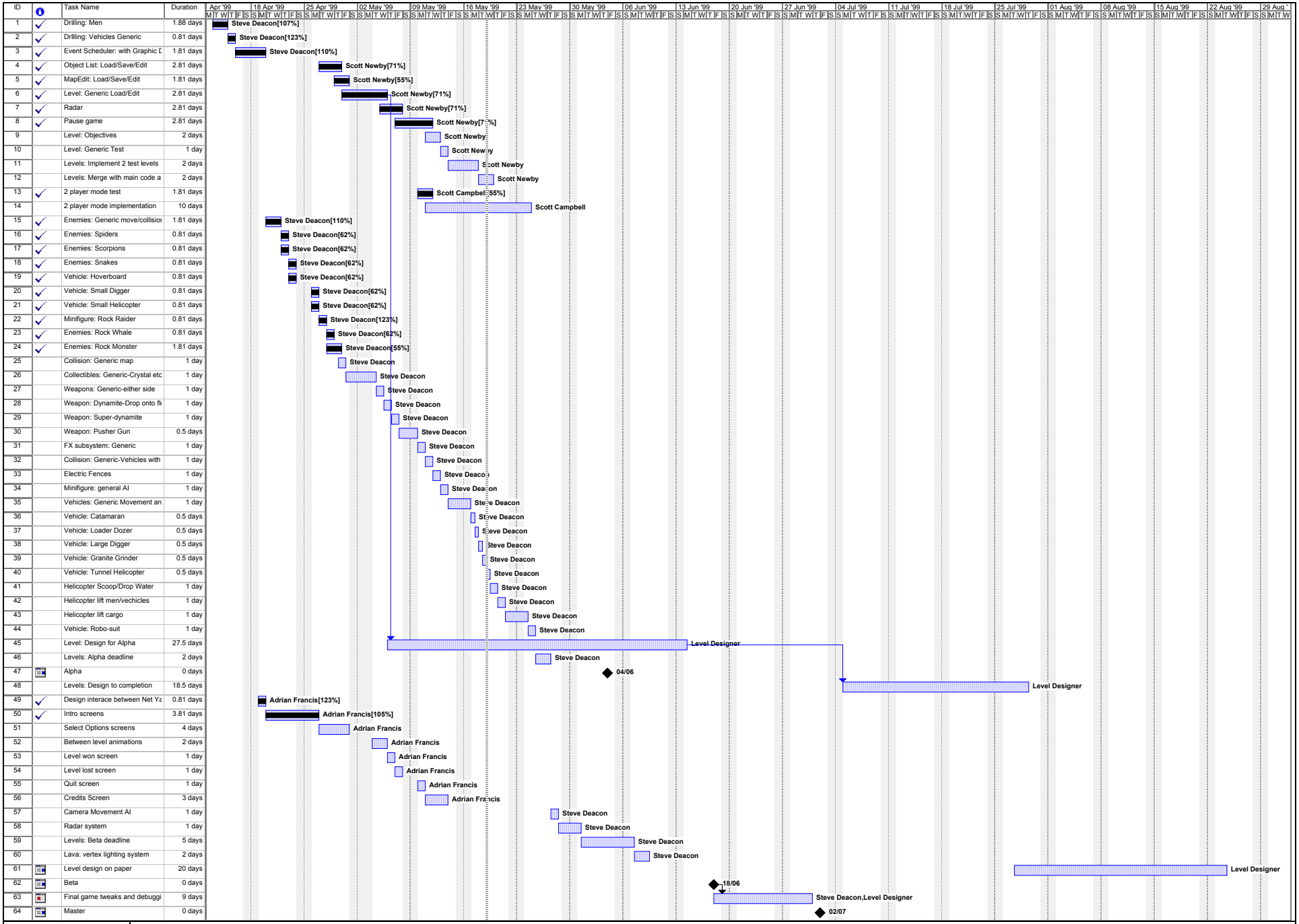
ID
Task Name
Duration
Apr '99
18 Apr '99
25 Apr '99
02 May '99
09 May '99
16 May '99
23 May '99
30 May '99
06 Jun '99
13 Jun '99
20 Jun '99
27 Jun '99
04 Jul '99
11 Jul '99
18 Jul '99
25 Jul '99
01 Aug '99
08 Aug '99
15 Aug '99
22 Aug '99
29 Aug '
1 Drilling: Men 1.88 days
2 Drilling: Vehicles Generic 0.81 days
3 Event Scheduler: with Graphic I 1.81 days
4 Object List: Load/Save/Edit 2.81 days
5 MapEdit: Load/Save/Edit 1.81 days
6 Level: Generic Load/Edit 2.81 days
7 Radar 2.81 days
8 Pause game 2.81 days
9 Level: Objectives 2 days
10 Level: Generic Test 1 day
11 Levels: Implement 2 test levels 2 days
12 Levels: Merge with main code a 2 days
13 2 player mode test 1.81 days
14 2 player mode implementation 10 days
15 Enemies: Generic move/collisio 1.81 days
16 Enemies: Spiders 0.81 days
17 Enemies: Scorpions 0.81 days
18 Enemies: Snakes 0.81 days
19 Vehicle: Hoverboard 0.81 days
20 Vehicle: Small Digger 0.81 days
21 Vehicle: Small Helicopter 0.81 days
22 Minifigure: Rock Raider 0.81 days
23 Enemies: Rock Whale 0.81 days
24 Enemies: Rock Monster 1.81 days
25 Collision: Generic map 1 day
26 Collectibles: Generic-Crystal etc 1 day
27 Weapons: Generic-either side 1 day
28 Weapon: Dynamite-Drop onto fl 1 day
29 Weapon: Super-dynamite 1 day
30 Weapon: Pusher Gun 0.5 days
31 FX subsystem: Generic 1 day
32 Collision: Generic-Vehicles with 1 day
33 Electric Fences 1 day
34 Minifigure: general AI 1 day
35 Vehicles: Generic Movement an 1 day
36 Vehicle: Catamaran 0.5 days
37 Vehicle: Loader Dozer 0.5 days
38 Vehicle: Large Digger 0.5 days
39 Vehicle: Granite Grinder 0.5 days
40 Vehicle: Tunnel Helicopter 0.5 days
41 Helicopter Scoop/Drop Water 1 day
42 Helicopter lift men/vechicles 1 day
43 Helicopter lift cargo 1 day
44 Vehicle: Robo-suit 1 day
45 Level: Design for Alpha 27.5 days
46 Levels: Alpha deadline 2 days
47 Alpha 0 days
48 Levels: Design to completion 18.5 days
49 Design interace between Net Ya 0.81 days
50 Intro screens 3.81 days
51 Select Options screens 4 days
52 Between level animations 2 days
53 Level won screen 1 day
54 Level lost screen 1 day
55 Quit screen 1 day
56 Credits Screen 3 days
57 Camera Movement AI 1 day
58 Radar system 1 day
59 Levels: Beta deadline 5 days
60 Lava: vertex lighting system 2 days
61 Level design on paper 20 days
62 Beta 0 days
63 Final game tweaks and debuggi 9 days
64 Master 0 days
Steve Deacon[107%]
Steve Deacon[123%]
Steve Deacon[110%]
Scott Newby[71%]
Scott Newby[55%]
Scott Newby[71%]
Scott Newby[71%]
Scott Newby[7
Scott Newby
Scott Newby
Scott Newby
Scott Newby
Scott Campbel 55%]
Scott Campbell
Steve Deacon[110%]
Steve Deacon[62%]
Steve Deacon[62%]
Steve Deacon[62%]
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Steve Deacon
Steve Deacon
Steve Deacon
Steve Deacon
Steve Deacon
Steve Deacon
Steve Deacon
Level Designer
Steve Deacon
04/06
Level Designer
Adrian Francis[123%]
Adrian Francis[105%]
Adrian Francis
Adrian Francis
Adrian Francis
Adrian Francis
Adrian Francis
Adrian Francis
Steve Deacon
Steve Deacon
Steve Deacon
Steve Deacon
Level Designer
18/06
Steve Deacon,Level Designer
02/07
Project: RockRaidersPSX
Task
Split
Progress
Milestone
Summary
Project Summary
External Tasks
External Milestone
Deadline
Page 1